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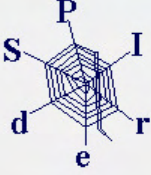
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SPIder requirements werkgroep

Glossary

Added by [Petra Heck](#), last edited by [Petra Heck](#) on 09 Jan 2008

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Analysis

This topic is concerned with the process of analyzing requirements to:

- Detect and resolve conflicts between requirements
- Discover the bounds of the software and how it must interact with its environment
- Elaborate system requirements to derive software requirements

This activity takes place after the elicitation of requirements to come to a set of feasible requirements.
[Guide to the Software Engineering Body of Knowledge (SWEBOK), IEEE Computer Society, 2004 (www.swebok.org)]

Bad Practice

Method, technique, tool or way of working to avoid.

Best Practice

Recommended method, technique, tool or way of working.

Elicitation

Requirements elicitation is concerned with where software requirements come from and how the software engineer can collect them. It is the first stage in building an understanding of the problem the software is required to solve. It is fundamentally a human activity, and is where the stakeholders are identified and relationships established between the development team and the customer. It is variously termed "requirements capture", "requirements discovery," and "requirements acquisition".
[Guide to the Software Engineering Body of Knowledge (SWEBOK), IEEE Computer Society, 2004 (www.swebok.org)]

Guideline

Advice on methods, techniques, tools or way of working.

Requirement

Software requirements express the needs and constraints placed on a software product that contribute to the solution of some real-world problem.
[G. Kotonya and I. Sommerville, Requirements Engineering: Processes and Techniques, John Wiley & Sons, 2000]

Requirements Development

The process of defining a project's scope, identifying user classes and user representatives, and eliciting, analyzing, specifying, and validating requirements. The product of requirements development is a requirements baseline that defines the product to be built.
[Karl E. Wiegers, Software Requirements, second edition, Microsoft Press, 2003]

Specification

In software engineering jargon, "software requirements specification" typically refers to the production of a document, or its electronic equivalent, which can be systematically reviewed, evaluated, and approved. For complex systems, particularly those involving substantial non-software components, as many as three different types of documents are produced: system definition, system requirements, and software requirements. For simple software products, only the third of these is required.
[Guide to the Software Engineering Body of Knowledge (SWEBOK), IEEE Computer Society, 2004 (www.swebok.org)]

Validation

The requirements documents may be subject to validation and verification procedures. The requirements may be validated to ensure that the software engineer has understood the requirements, and it is also important to verify that a requirements document conforms to company standards, and that it is understandable, consistent, and complete. Different stakeholders, including representatives of the customer and developer, should review the document(s).

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Groep Requirements definitie

Added by [Petra Heck](#), last edited by [Petra Heck](#) on 09 Jan 2008 ([view change](#))

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With the templates we want to collect best/bad practices for requirements development in a uniform way. The goal is to create an on-line database/wiki where guidelines are available, editable and searchable. The first version of the database/wiki will be available to SPIder members only. This manual explains how to fill the template. For each template field a short explanation has been included. Definitions of terms can be found in the glossary. The template has been constructed in English because in the future we would like to expand our online community and do publications on the topic. We prefer the sections of the template to be filled in in English. If you have any Dutch literature references or documents, just attach the words 'in Dutch' to them.

ID	The ID is auto generated of the form '(Gx)' where x is a sequence number. You do not have to fill in this field.
Title	Give a title for your guideline in maximum 8 words.
Type	Indicate if this guideline is a 'best practice' (do), 'bad practice' (don't) or simply a reference to valuable literature on requirements development.
Description	Describe the purpose of the guideline in one sentence.
Activity	Specify one or more of the requirements development activities: elicitation, analysis, specification or validation. See the glossary for an explanation.
Keywords	Keywords will be used for search purposes. The only prescribed categories are 'Type' and 'Activity'. In this field you can include any other categories that this guideline belongs to. Examples of keywords are 'workshops', 'UML', 'use cases', 'tools', 'usability', etc. Try to include between 3 and 5 (maximum 10) keywords.
Guideline	Describe the guideline or give a short summary of the attached documents or literature references. The advantages and disadvantages of applying this guideline should be clear.
References	If your guideline is a literature reference include the URL or reference here. If your guideline is a practice you can refer here to any supporting documentation publicly available.
Attachments	In the online version it will be possible to upload documents that accompany the guideline. Do not upload any literature or web page (just refer to it in the section 'References'). The attachments section is meant for own-made or company documents that you would like to share with the community. In the paper version, please include the file name of the document and send the document in together with the template.
Comments	The idea is that this section will grow in the online version with comments from different practitioners so that we will get experiences attached to each guideline. If you already have any experiences yourself (side comments not included in the section 'Guideline'), you can include them here.

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